
Knight Tyme
Amstrad Schneider
464 664 6128
FORWARD
INTO THE NIGHT
TYME & TIDE WAIT FOR NO MAN!
M.A.D.
GAMES
MASTERTRONIC'S ADDED DIMENSION



The third in the series of adventures featuring Magic Knight, who has found himself transported to the 25th Century and on board the starship USS Pisces. The game utilises an enhanced Windimation system, first used in Spellbound. Could this be the end for Magic Knight?
Original by David Jones.
Conversion by Ed Hickman.
JOYSTICK & KEYBOARD.
M.A.D.
MASTERTRONIC
5 012967 810023


MAD GAMES
Knight Tyme
MAD 19
AMSTRAD SCHNEIDER



M.A.D. GAMES
The third in the series of adventures featuring Magic Knight, who has found himself transported to the 25th Century and on board the starship USS Pisces. The game utilises an enhanced Windimation system, first used in Spellbound. Could this be the end for Magic Knight?
Original by David Jones.
Conversion by Ed Hickman.
JOYSTICK & KEYBOARD.
MASTERTRONIC
5 012967 810023
Knight Tyme
AMSTRAD SCHNEIDER
MAD 19
Knight Tyme
Schneider
464 664 6128
FORWARD
INTO THE NIGHT
TYME & TIDE WAIT FOR NO MAN!
M.A.D.
GAMES
MASTERTRONIC'S ADDED DIMENSION